

1.00230-82543250

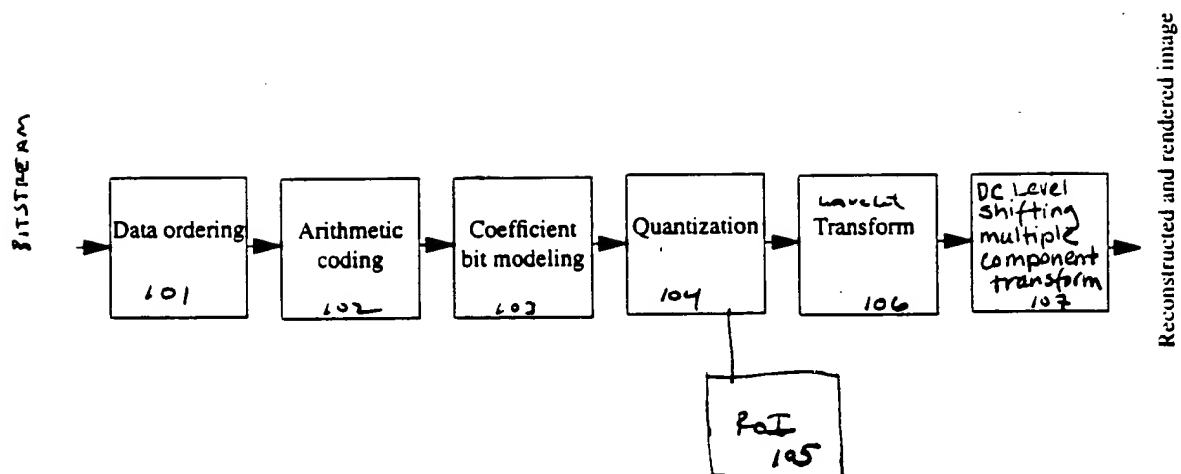


Figure 1

09784928-082001

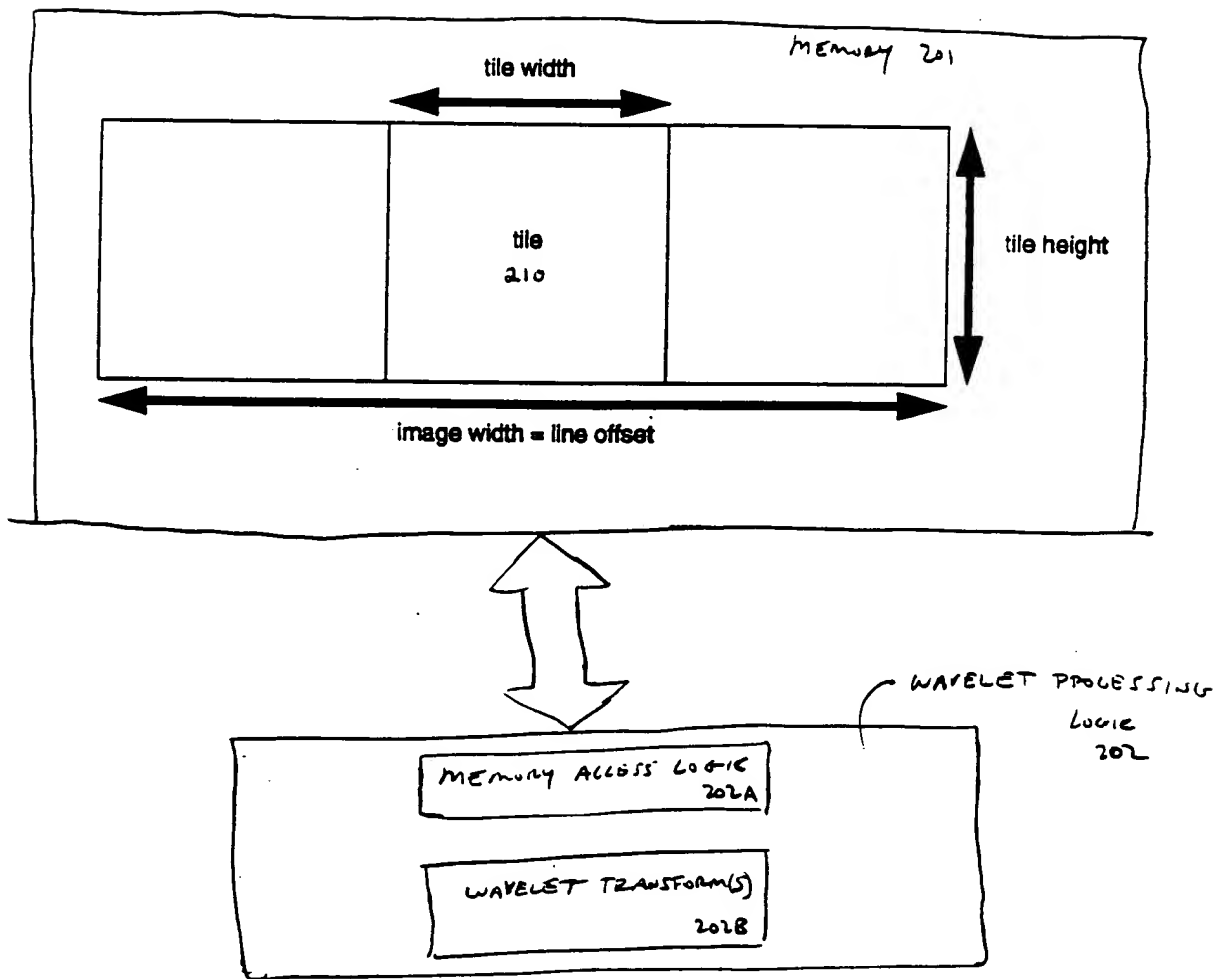


Figure 2

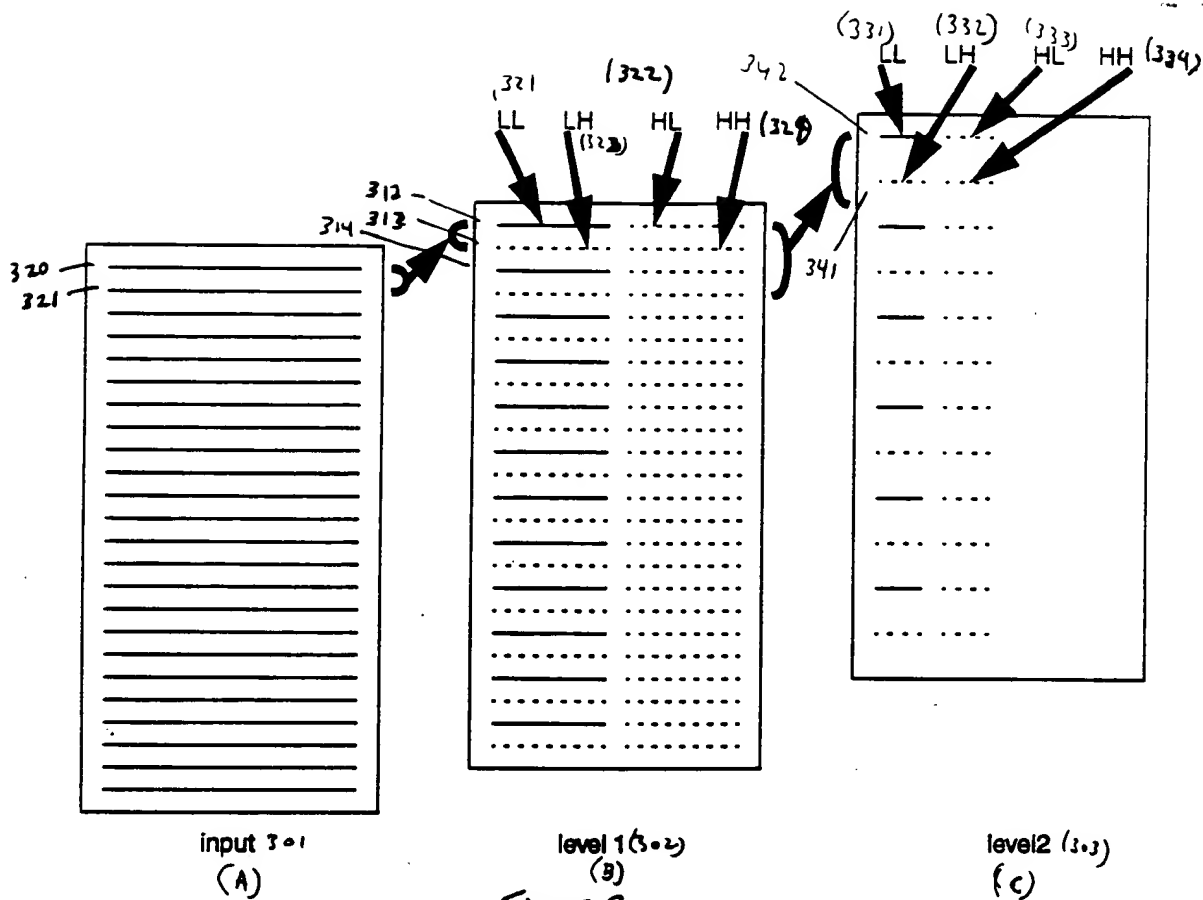


Figure 3

FORM 80-32648-60

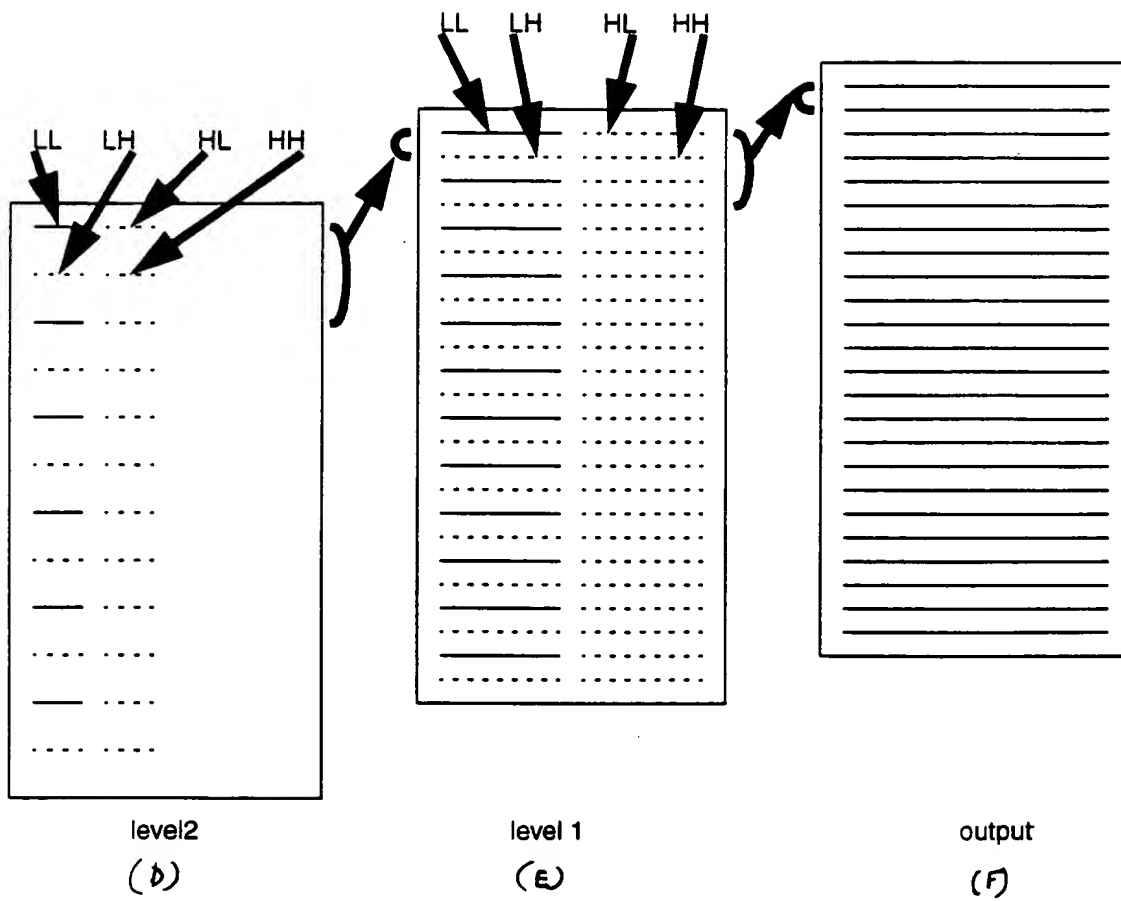


Figure 3

T00280" 82648260

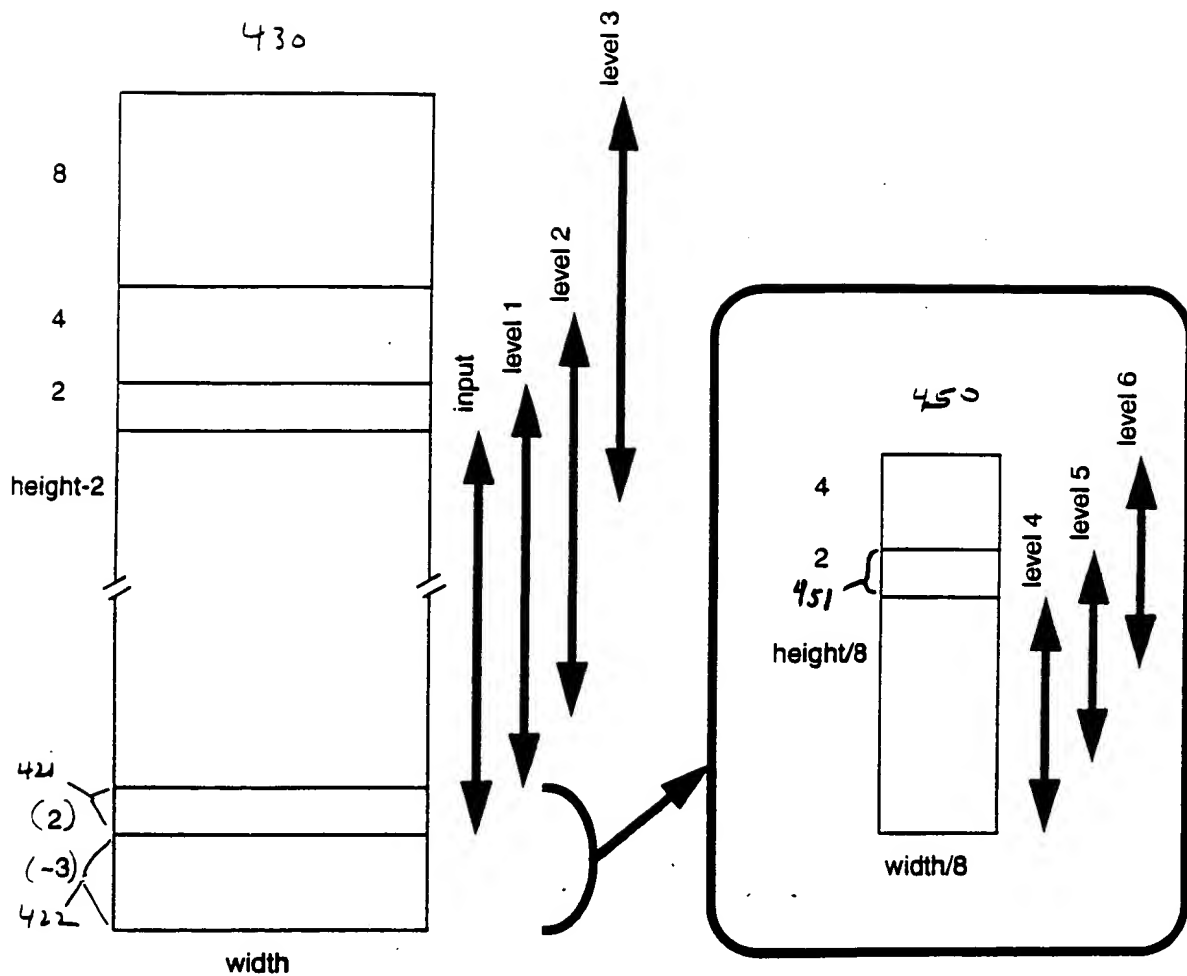


Figure 4 A

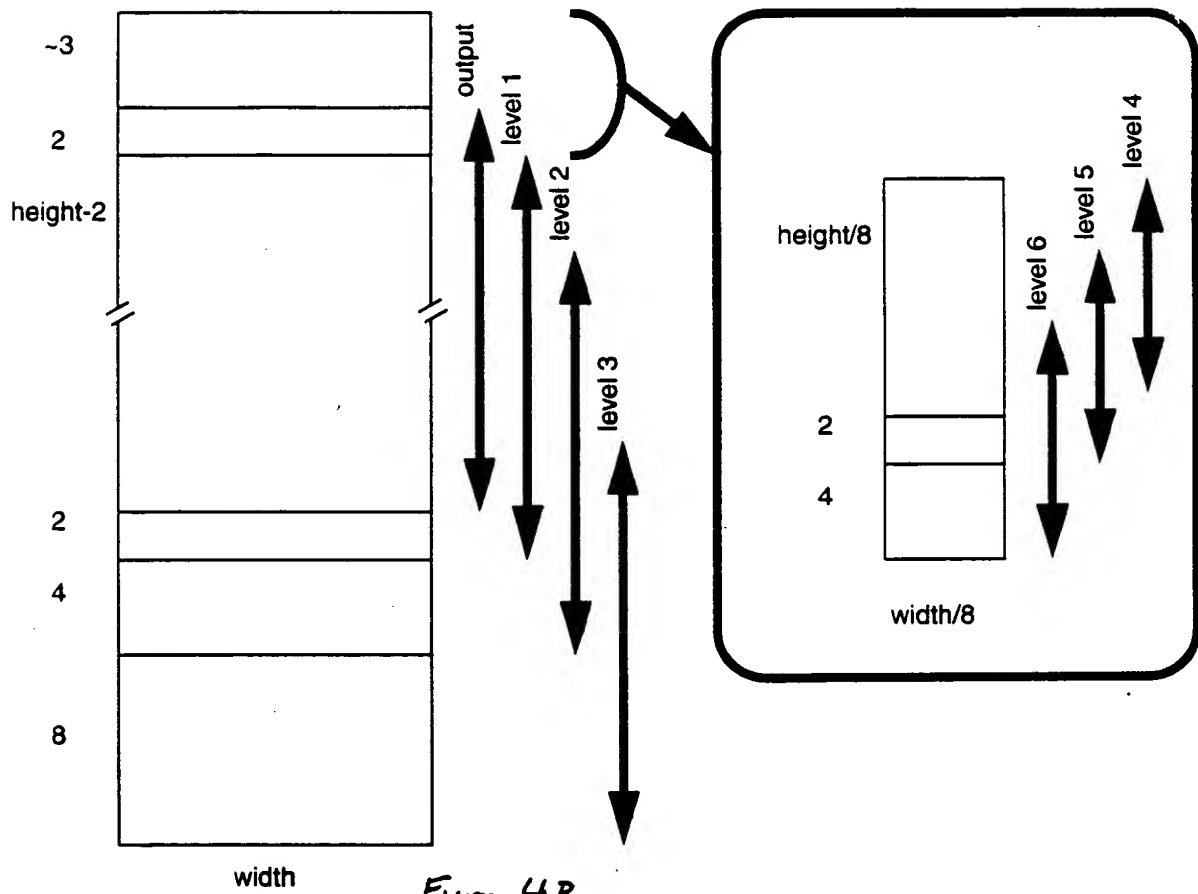


Figure 4B

The diagram illustrates the architecture of a video encoder, showing the flow of data from input to storage:

- Input:** "color input pixels (RGB) in raster order" enter from the top.
- Tile and Memory:** A "tile" is defined by a dashed box. A solid box labeled "memory to store pixels" is shown with dimensions "image width - tile width" and "tile height".
- Processing:** An arrow leads from the input and the memory block to a dashed box labeled "color conversion and/or level shifting".
- Buffers:** The output of the conversion block is split into three parallel paths, each leading to a "coefficient buffer for one tile, one component (used by transform)". These buffers are labeled *S02<sub>1</sub>*, *S02<sub>2</sub>*, and *S02<sub>N</sub>*.
- Encoding:** The outputs of the three buffers are combined and fed into a dashed box labeled "context model and entropy coder", which is labeled *S03/S04*.
- Output:** The final output is "coded data memory", labeled *S05*.

Figure 5

100280" 3264926

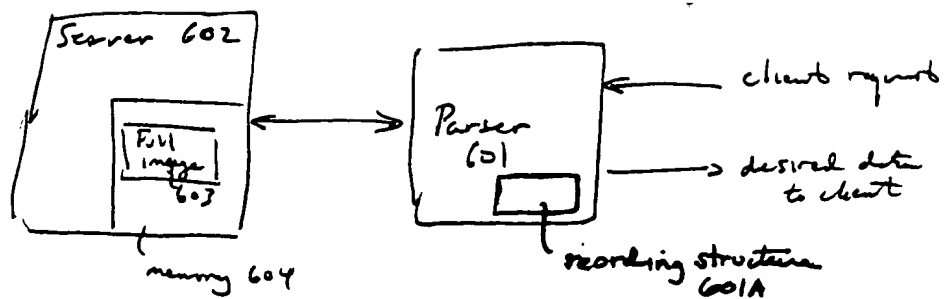


Figure 6A

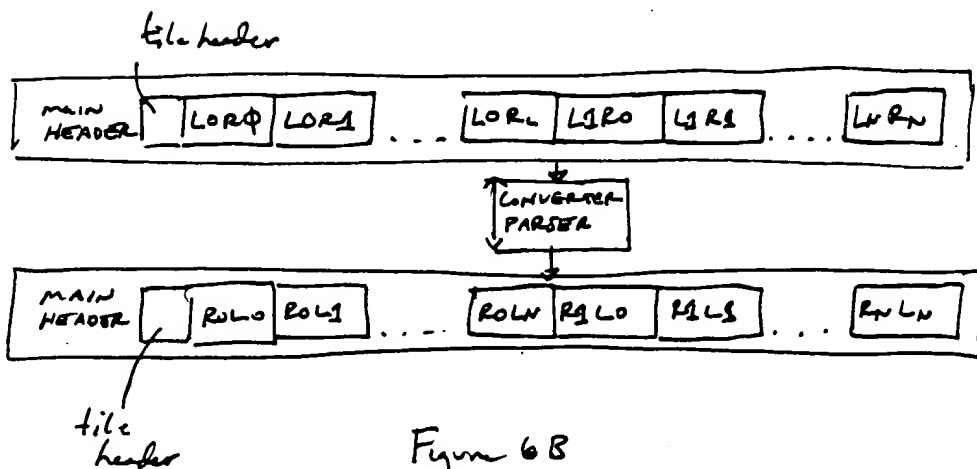


Figure 6B



09784988-08001

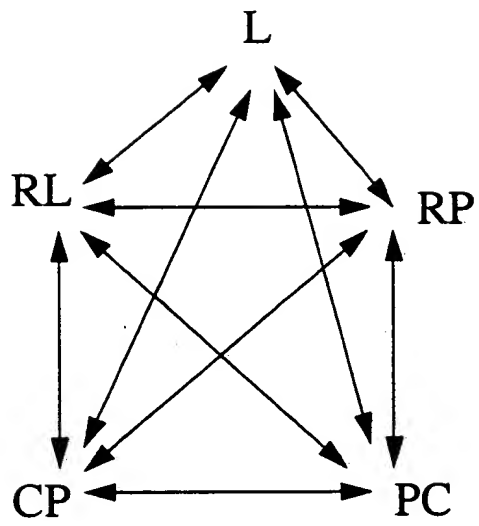


Figure 7A

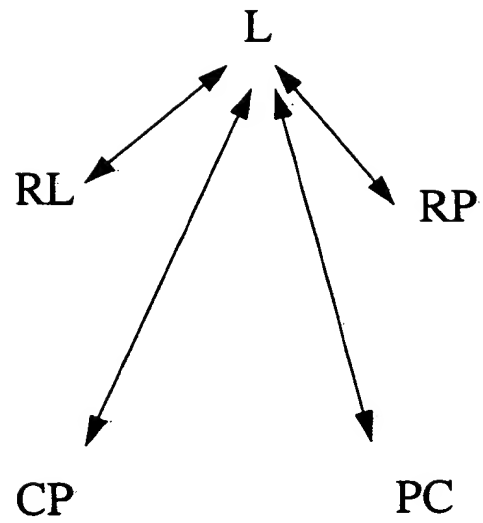


Figure 7B

0978498-08001  
T00280" 82648260

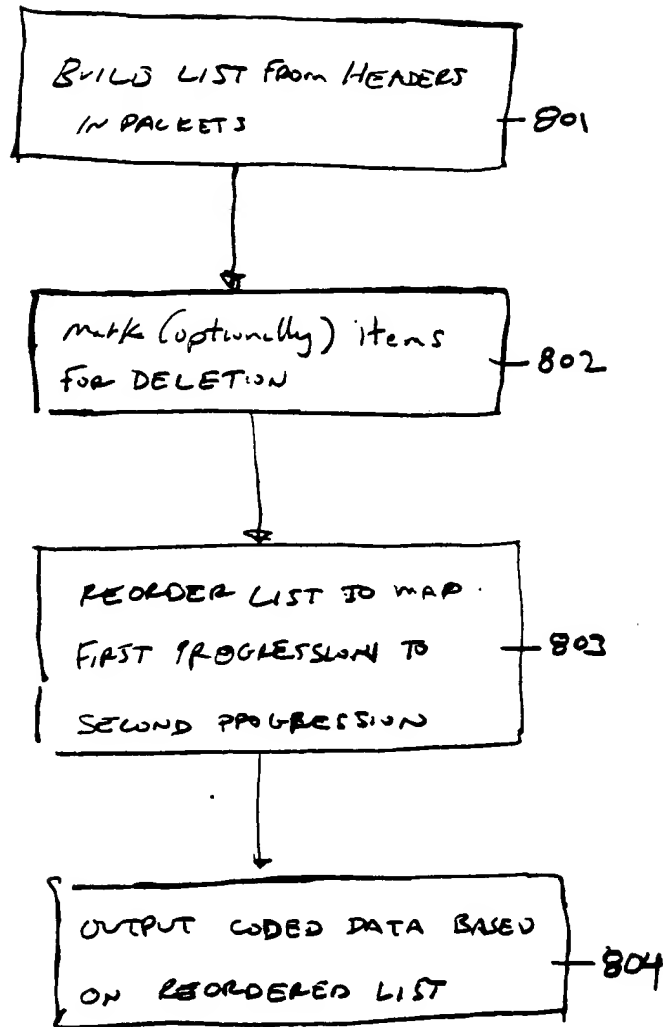


Figure 8

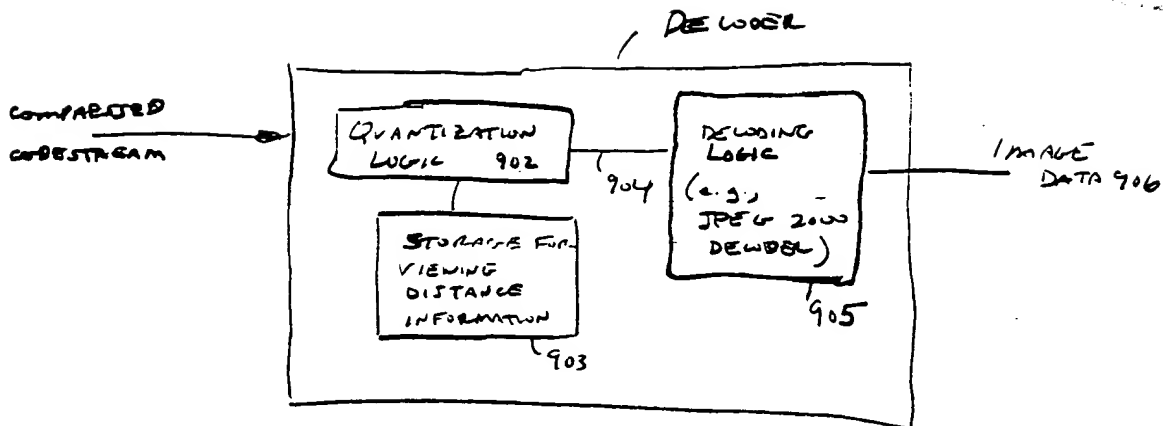


Figure 9

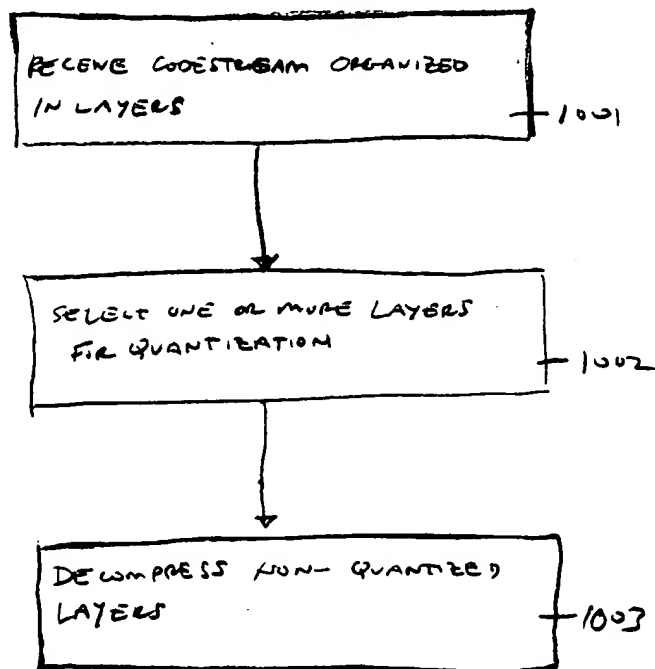


Figure 10

0978492.0001  
T00280"82649260

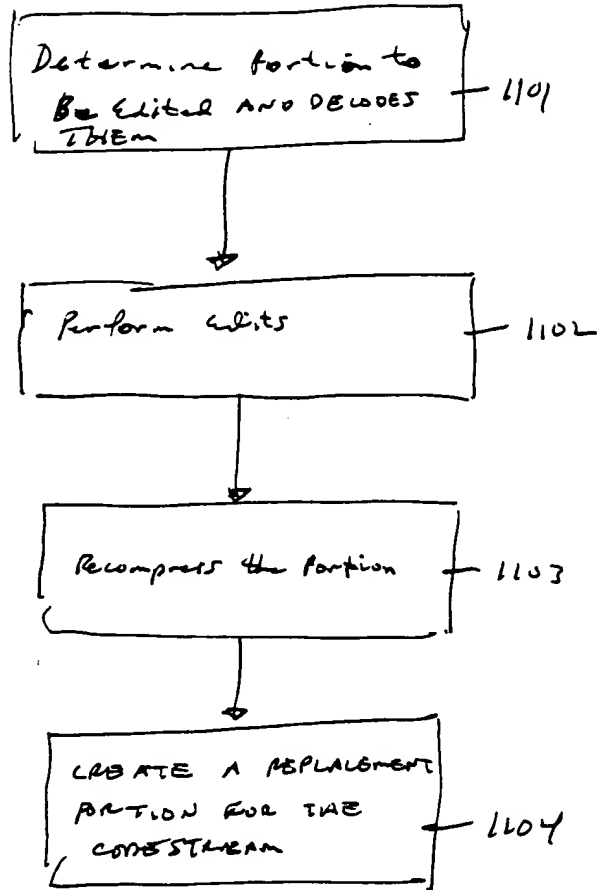


Figure 11

09784938-082001

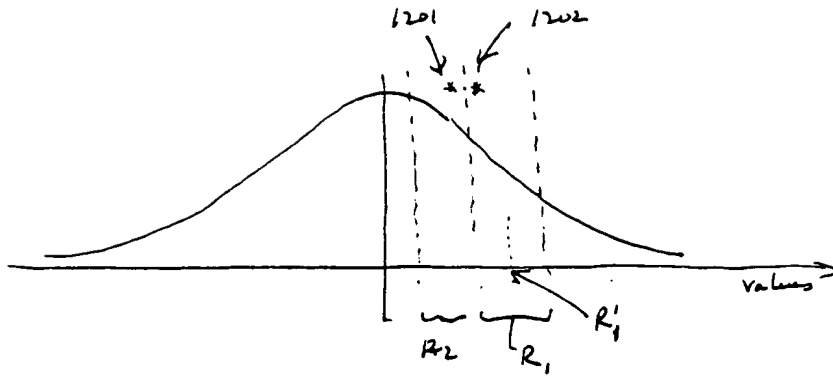


Figure 12

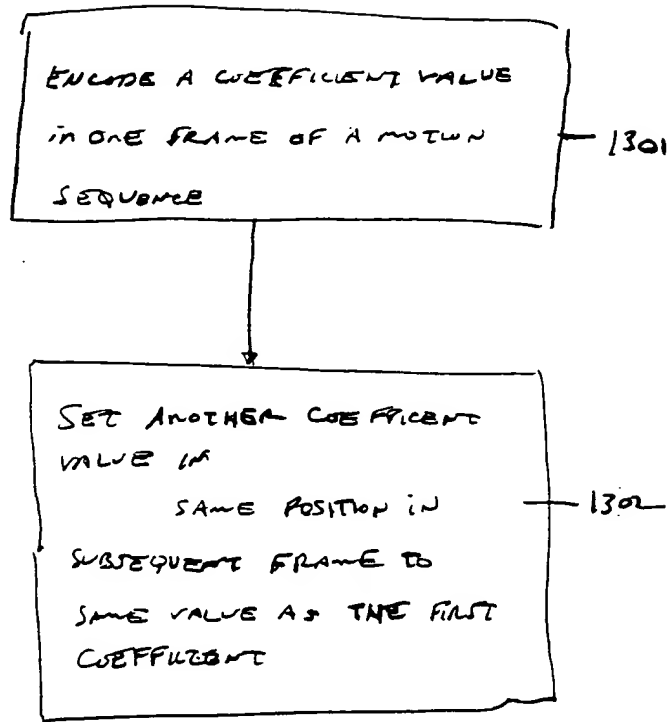


Fig 13

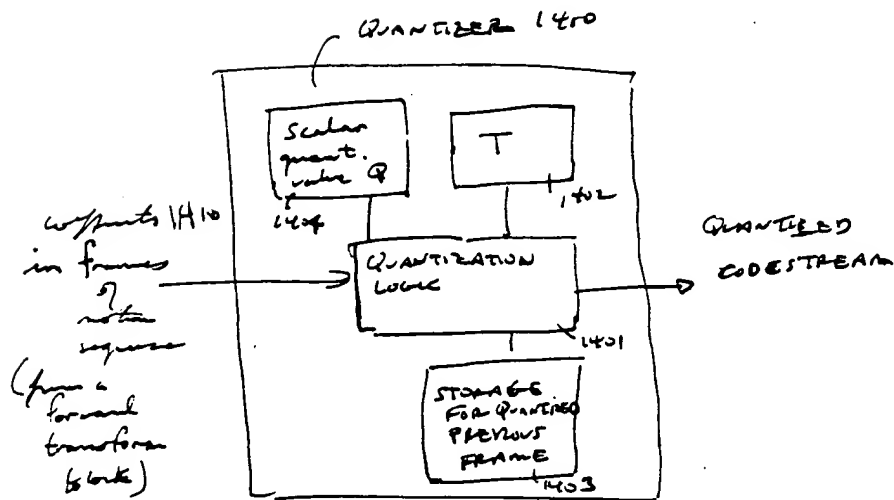


Figure 14

09734923-082001

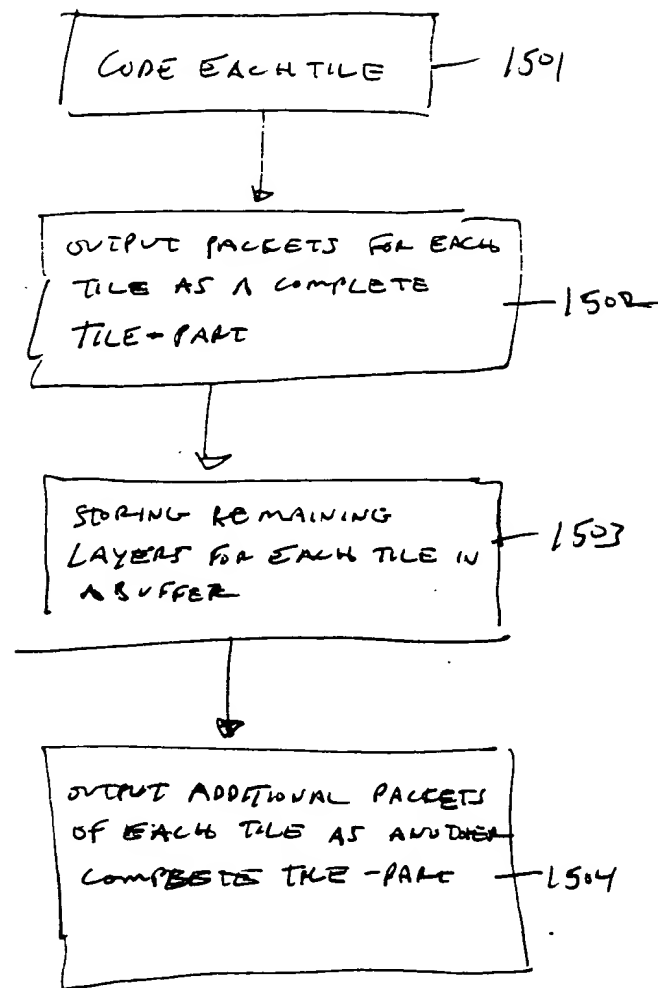


Figure 15 A

09784928-082001

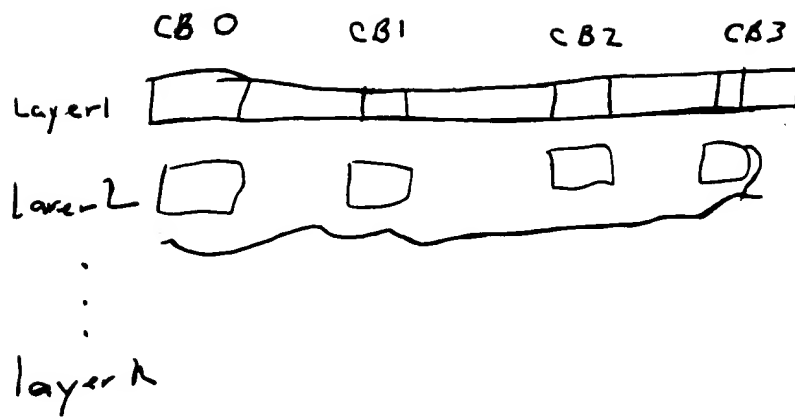


Fig 15B



09784923-082001

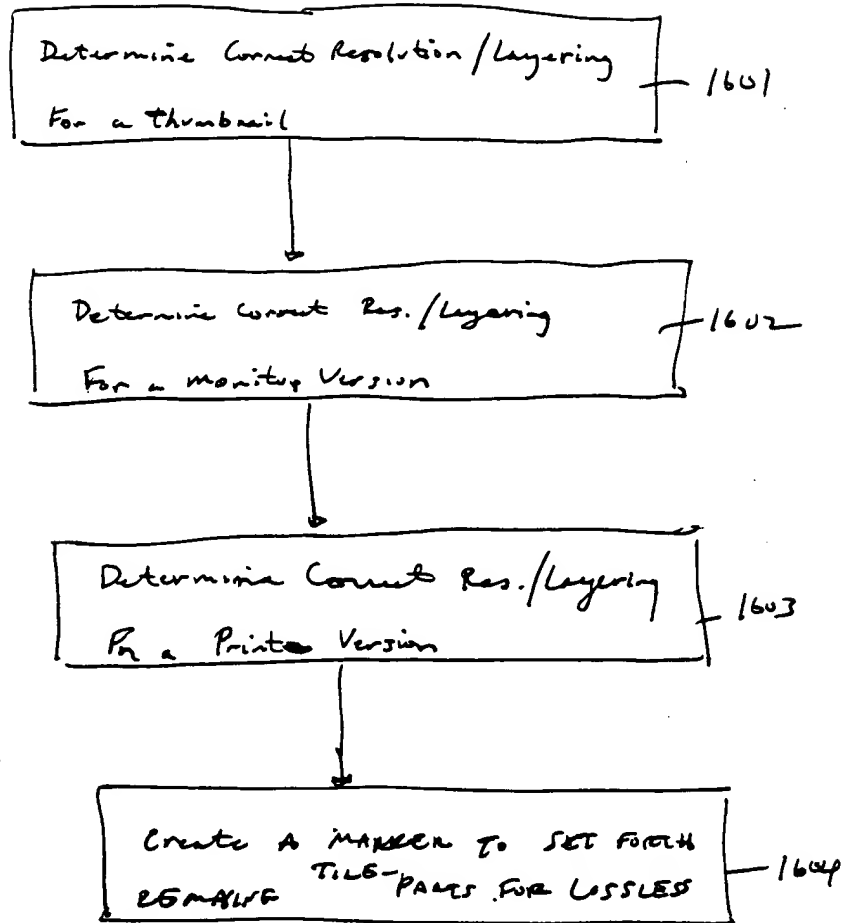


Figure 16

FOUO 32648260

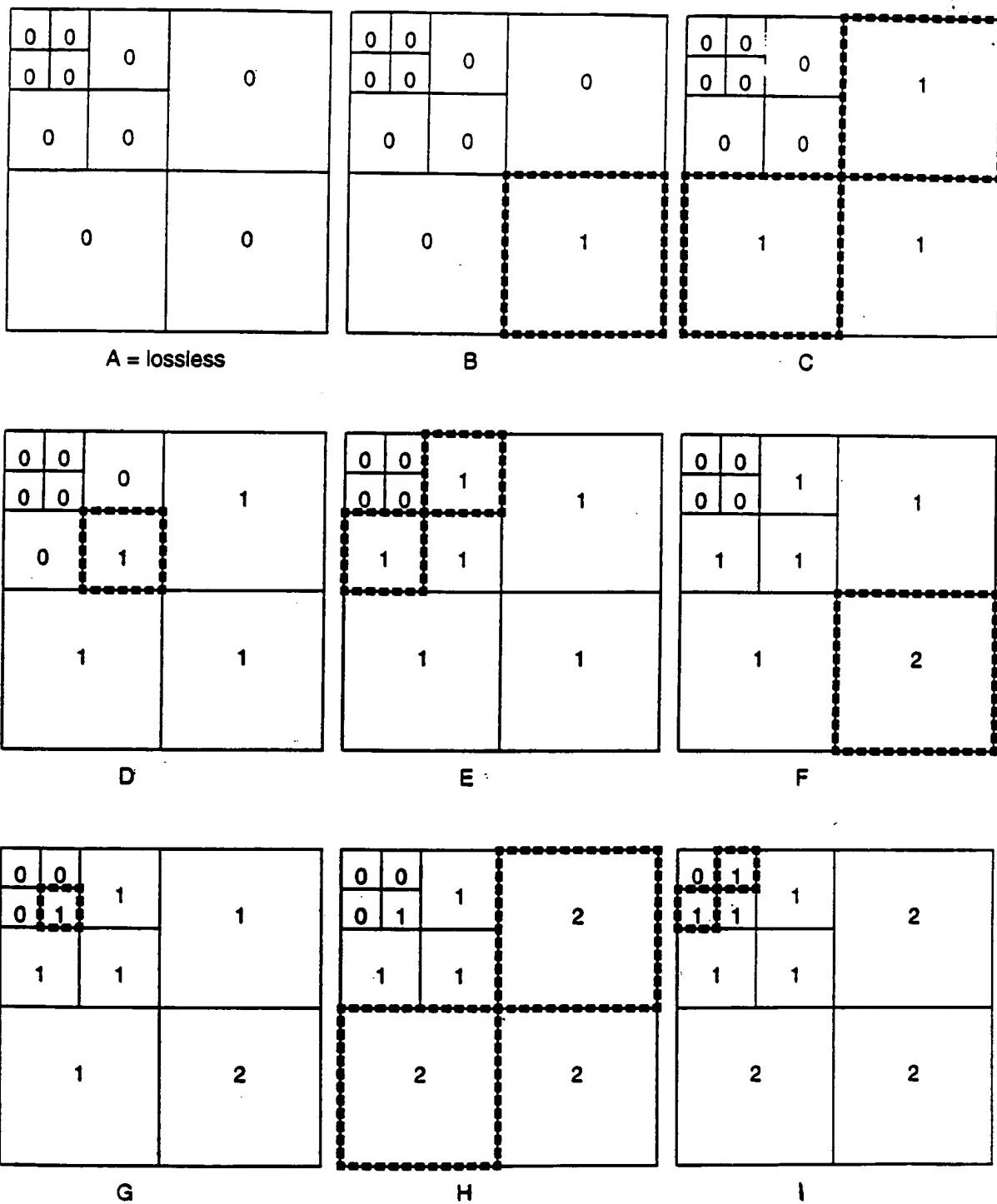


Figure 17

09784928-032001

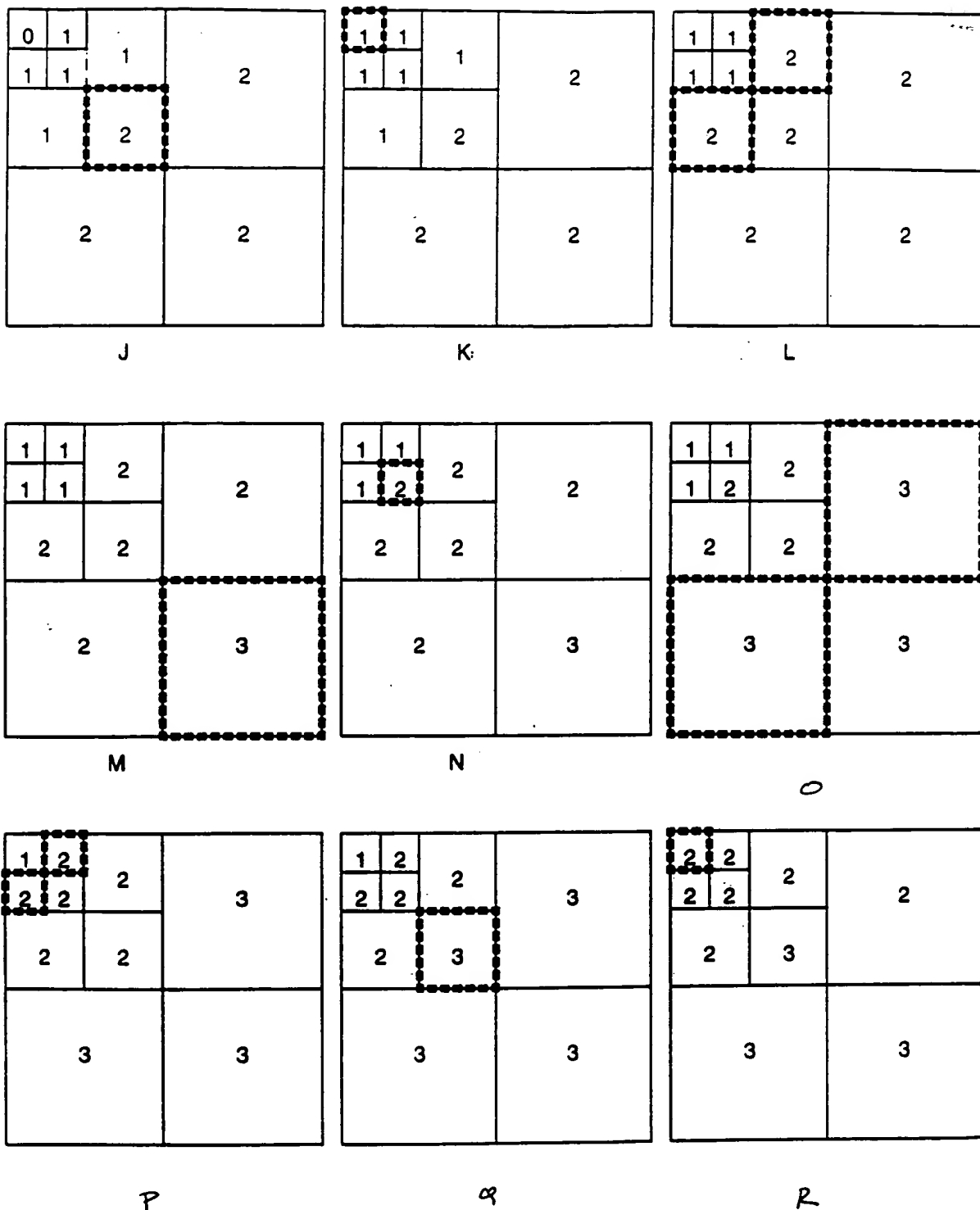
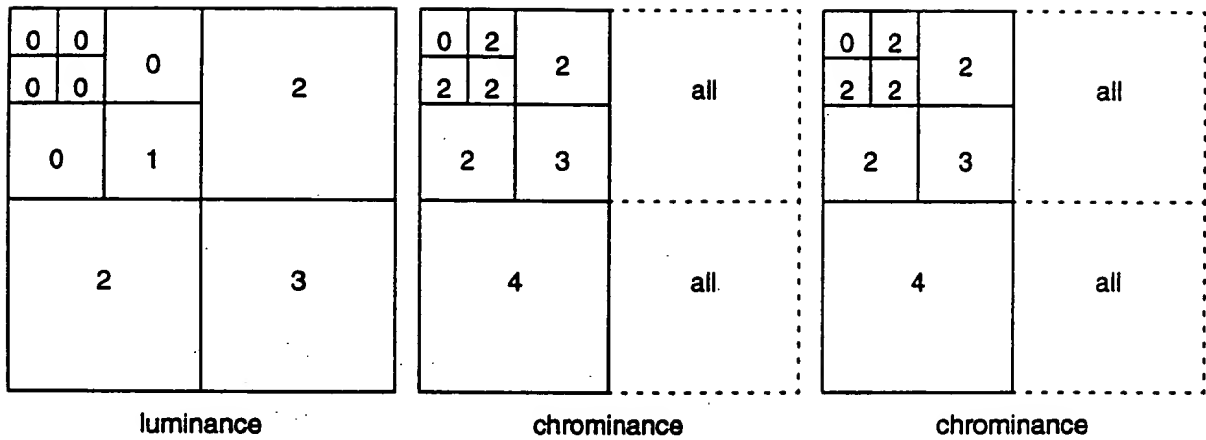


Figure 18

FOUO" 82548260



luminance

chrominance

chrominance

Figure 11

2000

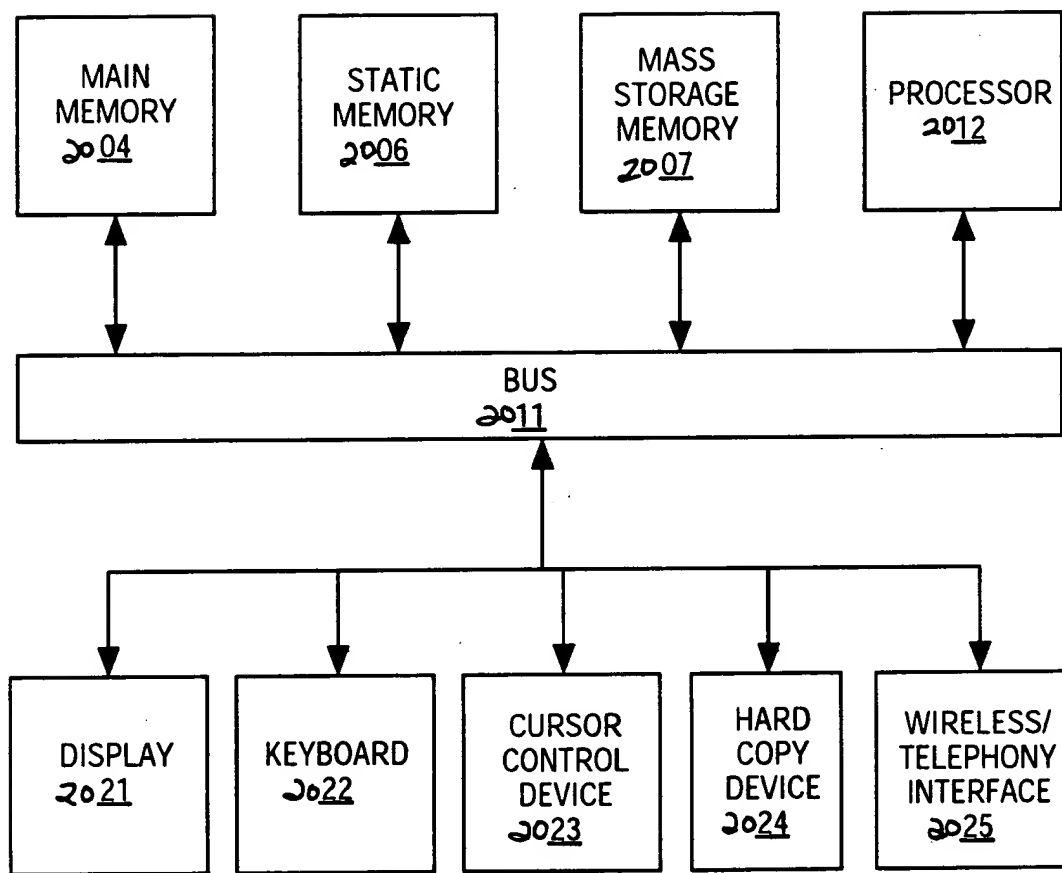


FIG. 20

FIG. 21

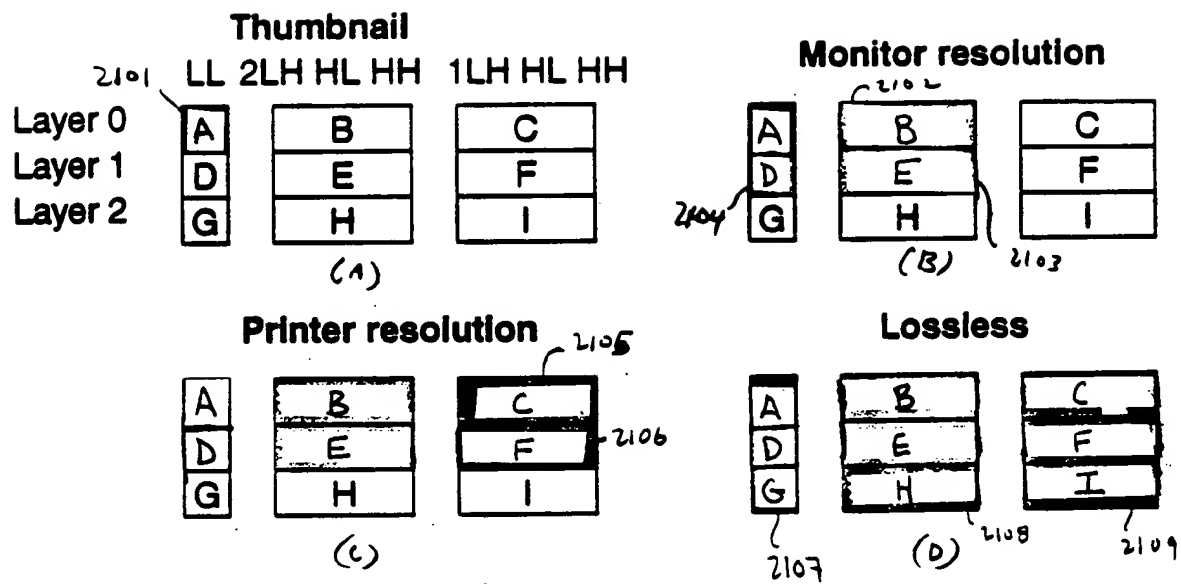


Figure 21

0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
0	2	2	6	7	7	10	11	11	15
5	9	9	13	14	14	17	18	18	22
12	16	16	20	21	21	24	25	25	29
19	23	23	27	28	28	31	32	32	36
26	30	30	34	35	35	38	39	39	42
33	37	37	40	41	41	43	44	44	45
3LL	3HL	3LH	3HH	2HL	2LH	2HH	1HL	1LH	1HH

Figure 22

0	1	1	1	1	2	2	2	2	2
0	1	1	1	1	2	2	2	2	2
0	1	1	1	1	2	2	2	2	2
0	1	1	1	1	2	2	2	2	2
0	1	1	1	1	2	2	2	2	2
0	1	1	1	1	2	2	2	2	2
0	1	1	1	1	2	2	2	2	2
0	1	1	1	1	2	2	2	2	2
0	3	3	3	3	3	3	3	3	3
0	3	3	3	3	3	3	3	3	3
0	3	3	3	3	3	3	3	3	3
3LL	5HL,LH	5HH	4HL,LH	4HH	3HL,LH	3HH	2HL,LH	2HH	1HL,LH

Figure 23

0573492-082001

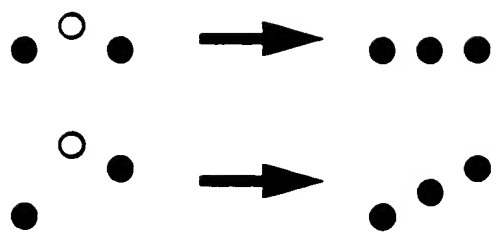


Fig 24



# TYPICAL DECODE OF COLOR IMAGES

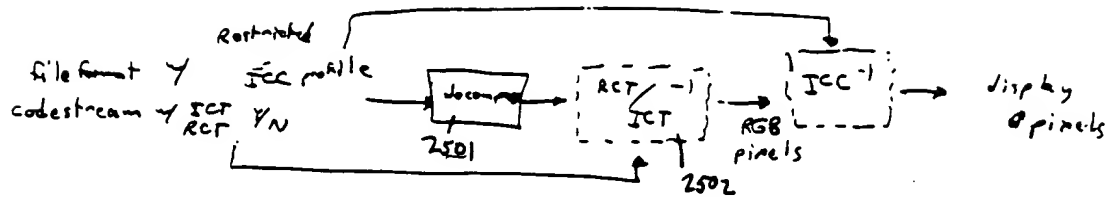


Figure 25

## DUMB CAMERA ENCODER

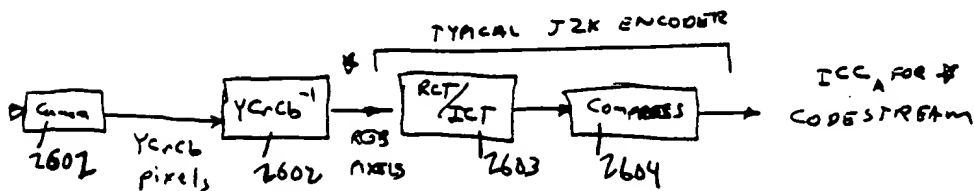


Figure 26

## SIMPLE CAMERA ENCODER

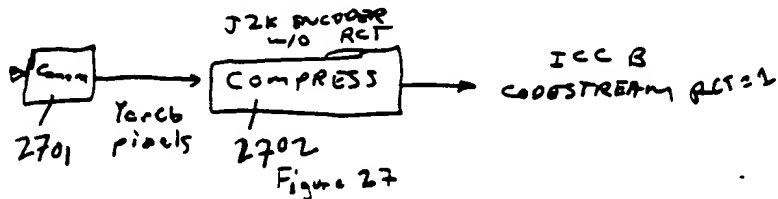


Figure 27

09784928-082001

FOI280"82678260

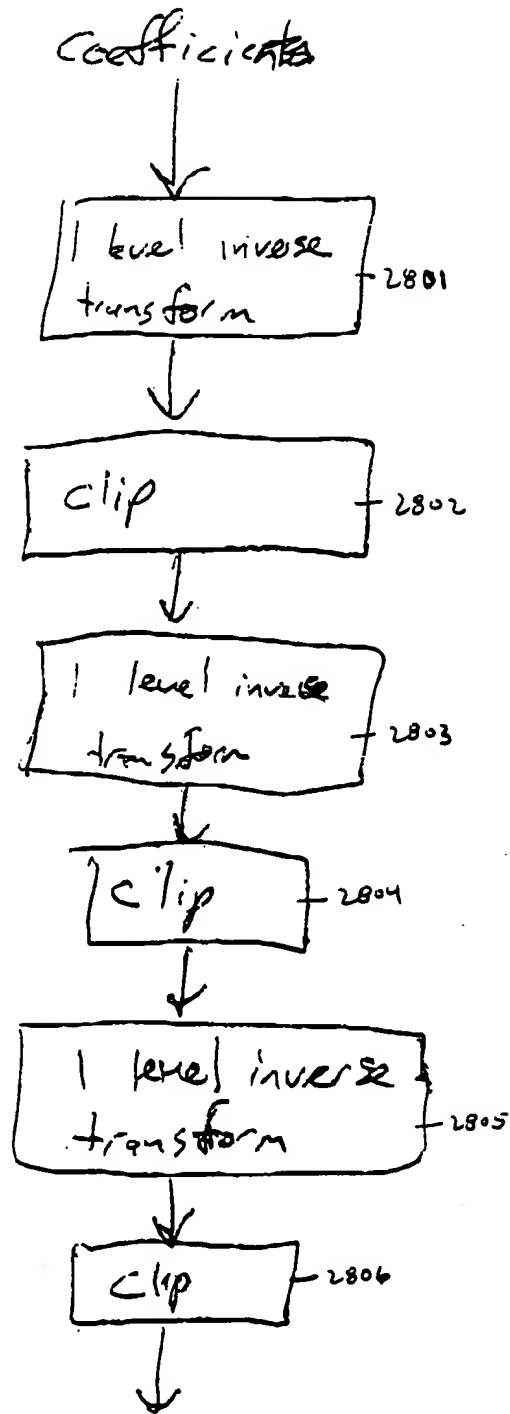


Figure 28